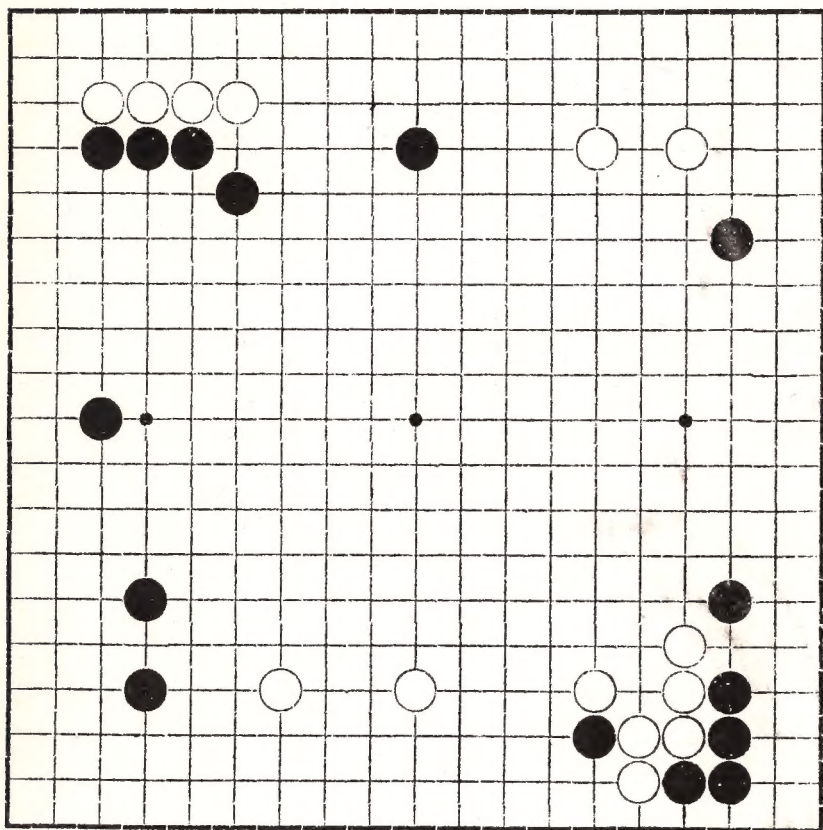


THE AMERICAN GO JOURNAL

COPYRIGHT 1976 AMERICAN GO ASSOCIATION

VOLUME 11, NO. 5

SEPT/OCT 1976



WHERE IS WHITE'S BEST PLAY?

MAIL ORDER

BOOKS

THEORY AND PRACTICE OF GO	
by O. Korschelt	\$5.95
THE GAME OF GO	
by K. Shigemori	3.75
STEPPINGSTONES TO GO	
by K. Shigemori	3.25
BASIC TECHNIQUES OF GO	3.95

GO FOR BEGINNERS	\$3.25
GO PROVERBS ILLUSTRATED	8.75
1971 HONINBO TOURNAMENT	7.95
MIDDLE GAME OF GO	7.25
VITAL POINTS OF GO	7.25
STRATEGIC CONCEPTS OF GO	7.25
HOW TO PLAY GO	7.95

Book

(Written in Japanese)

KILLER OF GO SERIES (5 vols.)	
by E. Sakata, 10-Dan.	\$13.50
or any single volume	2.90

Magazine

IGO MAGAZINE SUBSCRIPTION	
6 months	\$18.00
1 year	33.00
IGO CLUB SUBSCRIPTION	
6 months	18.00
1 year	33.00

* MAIL ORDER: For books, add 50¢ mailing charge and for magazine add \$3.00 to 6 months, \$6.00 to 1 year.

GAME SET

GO

GO BOARD 8-inch	\$459.00
GO BOARD 7-inch	275.00
GO BOARD 6-inch	209.00
GO BOARD 6-inch	145.00
GO STONE (second grade)	47.00
INSTRUCTOR USED DELUXE GO SET ...	145.00

MAH JONG

MAH JONG SET	\$39.00
MAH JONG SET	35.50
MAH JONG SET	24.50

*MAIL ORDER: add \$5.00 mailing charge.

GO

GO CONTAINER (Wooden)	\$ 19.00
GO STONE (Plastic)	8.90
GO CONTAINER (Plastic)	7.95
GO SET (Stone, Bowl, Board)	11.90
MAGNETIC GO SET	17.30

SHOGI

SHOGI SET	7.90
-----------------	------

HANAFUDA

FLOWER PLAY CARD	3.95
------------------------	------

*MAIL ORDER: add \$2.00 mailing charge
add \$0.50 for Hanafuda only

Tokyo Sales Corp.
(& Zen Oriental Book Store)

142 W. 57th St., New York, N.Y. 10019 (212) 582-4622

Published every two months in January, March, May, July, September, and November by the American Go Association, P.O. Box 397, Old Chelsea Station, N.Y., N.Y. 10011. Price \$2 per issue. Free with membership in the Association, \$7 annual dues. To join send check or money order made out to the Association at the above address.

The American Go Journal is protected by the copyright laws. Reproduction in any form is forbidden without the written permission of the American Go Association.

John C. Stephenson, General Editor
Terence G. Benson, Managing Editor
Matthias Thim, Distribution
Tako Onishi, Translations
Masao Takabe, Advertising
Robert H. Rusher, Photographic Consultant

MY CORNER: EDITORIAL
by Terry Benson, ed.

Excuse my occupying page one so often, but I get few chances to talk to most of you and communication (preferably two-way) is vital to the improvement of the AGA.

A basic reorganization of the administration is underway. The present Executive Committee (composed of the 4 officers of the AGA and, de facto, the editor of the AGJ) is expanding itself. An additional 7 members and 3 alternates will be chosen from the active Go organizers who could reliably attend a bi-monthly committee meeting. This committee will determine AGA policy and serve as a link to the interests and abilities of the Go players in the local clubs. Any attempt to expand the AGA's activities and effectively promote Go in this country requires people. The present group of individuals actively involved with the AGA simply cannot follow through on the many fine ideas suggested by members or dreamed up by the masochistic officers themselves. I am convinced that there are many AGA members and potential members with special contacts and talents who would do their part if asked directly and coordinated properly with the rest of the organization. Expanding the executive committee is a start at spreading the administrative base of the AGA.

It's unfortunate that the committee must of necessity be unrepresentative of the country as a whole. Unless one of you (unknown to the present committee) is a go organizer and has the mania and the personal finances or business situation to allow you to attend meetings on the east coast, we will have to make do with the AGJ and the US Mail. Meetings will of course be open to spectators and I will try to give the AGA members notice of their occurrence. (Tentatively the first meeting will be held Oct. 31 at the Princeton Open)

TABLE OF CONTENTS

My Corner: Editorial	1	"Which Moves Are Bad?"	6
Tournament Calendar	2	Pro game commentary	11
US Go News	2	US Dan Game Commentary	14
Go Review Rate Notice	2	Ju Dan Sen Game Records	16
European Go Congress	8	18 Hints #10	18
The Kyu Corner	4	Notes on the Rating System	21
Kyu Game Commentary	4	Cover Problem Answer	24
Joseki Journey	5	Rating Readout	24

TOURNAMENT CALENDAR

- 7 Nov./ Philadelphia Go Day/ 12:30pm on the 2nd floor of Houston Hall on the campus of the University of Pennsylvania, on Spruce St. bet. 34th and 36th in Philadelphia, Pa./ Free admission/ Bring a Go set if possible/ Casual games, Rated match games, and simultaneous demonstration games with Larry Brauner. For more information write to David Gawley, 4312 Spruce St., Phila., Pa. 19104, or call Don DeCourseille at 215-692-9362.
- 13 Nov./ Jersey City Go Club Open Championships/ 10:30 registration, 11am play/Sections/ Special prizes/ Entrance fee: \$5 plus applicable club playing fees/ Place: JCGC 880 Bergen Ave., Rm. 401, J.C., N.J. (2 blks south of Journal Square; convenient to bus and train depots./ For more information contact Larry Brauner, 201-433-1250.
- 20/21 Nov./ US Go Team vs. Canada in Toronto, Canada at the Central YMCA, 40 College St., Toronto/ Saturday: Match games; Sunday: Simultaneous games and lectures.
- Early in December/ North American Honinbo and Kyu Championship final match by telephone between the Baltimore Go Club and the San Francisco Go Club. Spectators welcome. Commentary on the game will be given (in Baltimore and possibly in San Francisco) in a separate room. The site for the Baltimore participants will be rooms on the campus of Johns Hopkins University. For further information contact Bob Gross, 3811 Beech Ave., Baltimore, Md. 21211.
- 11 Dec./ Hudson Valley Handicap Championships/ 10:30am at the Jersey City Go Club, 880 Bergen Ave., Jersey City, N.J., Rm 401. For more information call Larry Brauner at 201-433-1250.

GO REVIEW SUBSCRIPTION RATE INCREASES

Due to increased printing and mailing costs the Nihon Ki-in is forced to raise the subscription price for Go Quarterly Review. Starting with the Summer issue, a yearly subscription will be \$13.00.

EASTERN HONINBO WON BY KANG

Mr. Shin A. Kang of the Baltimore Go Club was the victor in an exciting N. American Honinbo Semi-final to decide the Eastern Honinbo. The strong field of 13 dan players included Takao Matsuda, 1976 N. American Honinbo and holder of the Eastern Honinbo title for 13 of the 18 years it has existed. Mr. Matsuda was upset in the first round by H.C. Chen of Washington, D.C. Mr. Chen met Mr. Kang in the final round and lost in a furious fighting game. (The game will be analyzed in the next issue of the AGJ.) The eastern representative for the kyu championship was settled in a decisive final victory for Bob Gross, also from the Baltimore Go Club - its organizer, over the editor of this journal, Terry Benson.

The final telephone matches will be played early in December between (it appears) the Baltimore Go Club and the San Francisco Go Club.

A grid of the rounds is reproduced below. A special note should be made of the excellent representation of East Coast Go clubs in this tournament. Many players had to travel substantial distances to attend. That is a credit both to their determination and the increasing importance and participation in the North American Honinbo title.

	Prelim	R1	R2	R3	R4
Matsuda, N.Y. Go Club	-	2	6	8	
Chen, Washington	-	1	-	4	10
Goldin, Philadelphia	-	-	4	11	
Kudo, Boston	5	6	3	2	
Wei, Atlanta	4	7	12	6	
Paeng, Pittsburg	7	4	1	5	
S. Lee, Toronto	6	5	8	12	
H. Lee, Eastside GC	-	9	7	1	
Gonshor, Jersey City	-	8	-	10	
Kang, Baltimore	-	-	13	9	2
Selick, Princeton	12	13	-	3	
Ching, Holmdel	11	-	5	7	
S. Choi, Syracuse	-	11	10	-	

U.S. TEAM VS. CANADA

A team of approximately eight U.S. players, all U.S. citizens, will participate in a challenge match against a Canadian team in Toronto on Nov. 20th. Sunday the 21st will be devoted to lectures, simultaneous play against the stronger players, casual games, and general international amity. Organized from the U.S. end by Larry Brauner, it is hoped that this is a harbinger of future international team matches. Those interested in participating or finding out more about the team should contact Larry.

On the Canadian side, John Williams of the Toronto club is the prime mover for this event as he was for the welcome participation of two Canadian players in the East Coast Honinbo and kyu semi-finals.

The New York Go Club has shown a tremendous renewal of vitality in the last year. Club membership has jumped to 40, an active executive board composed of Larry Brauner, president, John Exter and Alan Silver, vice-presidents, Eben Breed, treasurer, and Marie Brauner, secretary, is making plans for the expansion of club activities; at least five nights a week (Wed. and Thur. are the exceptions) the club is open and busy, and 23A West 10th St. has been the scene of much tournament excitement.

METROPOLITAN GO LEAGUE

Preparations are being made for the formation of the second Annual Metropolitan Go League. Any club within commuting distance of N.Y. City should consider forming a team (4 or 5 players). It is possible that triangular and quadrangular meets will be held on weekends to minimize the travel and scheduling difficulties for out of town teams. It is hoped that several of the large oriental companies will form teams. To join the League, offer help or advice, or get information call Larry Brauner: (201) 433-1250. The League will be AGA sponsored and rated. League games will be played with appropriate handicaps.

Who wants to organize a Southern, Canadian, Bay Area, Mid-west or other League?

THE KYU CORNER

New York Open Championships
27 June 1976
Handicap Section

White: Michael Brockbank, 7 kyu
Black: Richard Jankowski, 8 kyu -
giving $\frac{1}{2}$ pt. komi

Commentary by John Stephenson

- B3: Odd looking.
- W4: Seems better above 5 so that a Black kakari can be answered by a hasami (squeeze) from W2.
- B7: Perhaps better at 104 to work with B5.
- W8: There is no reason for White to play lightly here. The hane at 148 is joseki and would seem to work better than a play at 11 which is another joseki continuation.
- B9: Misses the vital point of the shape at 148. If White simply connected (at 46), Black could draw back to 9 and be satisfied to have developed so easily.
- W10: 148 is still the vital point; but, because of Black's conservative move at B9, White could tenuki his light stones and gain the initiative with a squeeze of B5 at 42. Also the move gains little for White's shape and encourages Black to take territory with B11.
- W12: Dangerous.
- B13: Wrong direction. Must push White toward the strong Black position in the upper right applying the principle of attacking while building territory (in the lower right).
- W14: No such kakari.
- W16: It would be wise to stabilize the right side stones perhaps with a play near 34. B17 is a bigger point than 16; it is vital for the Black shimari and the White hoshi stone. However a hasami against B5 (perhaps at 42) still seems to be best.
- B17: Nice point but Black has the sharper continuation of playing joseki in the upper left and attacking the stones in the upper right simultaneously. (B above 4, W at 44, B at 43, W down and left of 4, and B at 45. This is a hypotheticalal situation to draw the readers attention to utilizing the weakness of the White stones in the upper rt. The two players were apparently unaware of the focus of the whole position.
- W20: Light response. Interesting.
- W22: Too heavy. Perhaps better at 82, then B at 22, W at 126 to draw a big picture.
- B23: should be at 24 to make Black's shape solid and split White in two. 23 where it is seems greedy.
- B26: Unspeakable. Must atari and fight.

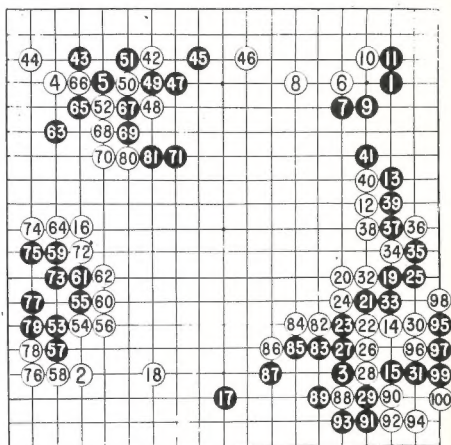


Fig. 1 - 100

W27 - B41: The right edge has been a gross failure for White, but in the words of a famous but anonymous go player, "That is only one part of the go board."

W42: Finally!

B43 and W44. Not joseki. Both players need to study basic shape and joseki. (The Ishi Press books: Tesuji and 38 Basic Joseki are good.)

B47: Good move.

W48: Aji keshi. White should leave the position alone.

B53: Should take at 67. If White allows himself to be butchered up like this, Black owes it to himself to accommodate White.

W54: Kosumi tsuke at 57 seems better (to work with 16).

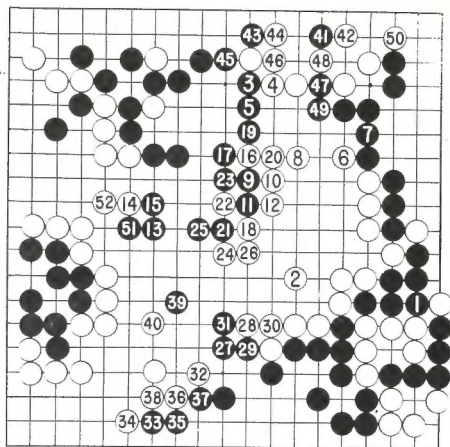


Fig. 100 - 152

Black is clearly way ahead and maintained his lead. White resigns after move 152.

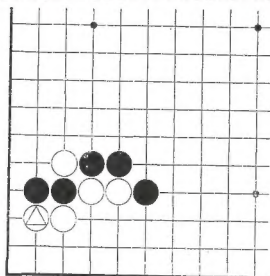
FUJISAWA'S JOSEKI JOURNEY

"The Vital Point"

Reference Diagram

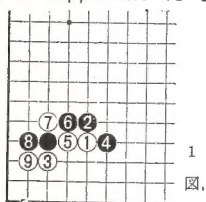
White just pushed to WΔ.

In choosing the next play for Black, consider the proverb, "The vital point for your opponent is the vital point for you."



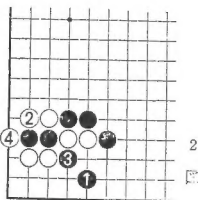
Diag. 1 - ORIGIN

Against tsuke B2, dodging to W3 is a useful technique. Following this, B4 to W9 leads to the position in the reference diagram.



Diag. 2 - VITAL POINT

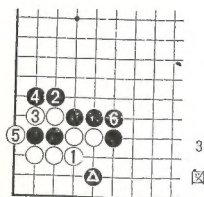
B1 is the vital point. For atari W2, a cut at B3 is the tesuji in connection with B1. After White takes the two stones, a throw-in with B5 (one point to the left of W1 and 5 in diag. 1) is important. After that, leave the position as it is.



5: throw in with atari

Diag. 3 - SUBMITTING

For White to connect at 1 is too submissive. Black should play 2 and 4 forcing White to take the two stones. When Black connects at 6, he gets a very thick outside wall. Besides which, the sacrifice of the two stones has been used most effectively; and W1 makes an empty triangle.



WHICH MOVES ARE BAD?

by Takagawa 9 Dan

Two Examples.

Fig. 1

Amateurs often tend to be too interested in attack and defence, and forget that Go is a game of territory. Both players in this example are shodan.

- W4: This nozoki (peeping move) is bad as it is unnecessary. It strengthens Black's position and does nothing to help White.
- B7: A negative move. Black 1 in Diag. 1 is good, taking away White's base and mapping out territory.
- W8: White should extend to "a" to prevent Black 1 in Diag. 1.
- B9: Correct. This is a vital point in Black's shape.
- W10: Too heavy. Run away lightly - he should jump to 12.
- B11: Black 1 in Diag. 2 makes things difficult for White.
- B13: Useless - he must play 14.

Black is only thinking about attacking White; he should be thinking about making territory. Early in the game it is impossible to capture a group like this. If Black had played as in Diag. 1, he could attack the White group later in the early middle game. Always try to make territory while attacking early on - a direct attack is useless.

Fig. 2

Many amateurs are afraid of large moyo. They tend to reduce them early on or not at all. Both players in this example are shodan.

- W1: There is no need to play here now. He should play in one of the two lower corners.
- W5: This is an overplay. Joseki is at "a".
- B6: After White's mistake, Black can play 1 in Diag. 1. White jumps to 2 to try to make shape, but Black's warikomi at "a" will be painful for White.

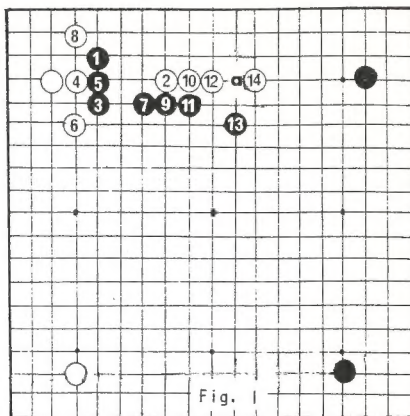
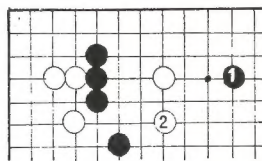
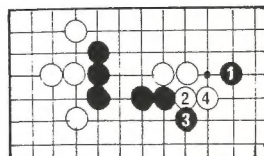


Fig. 1



Dia. 1



Dia. 2

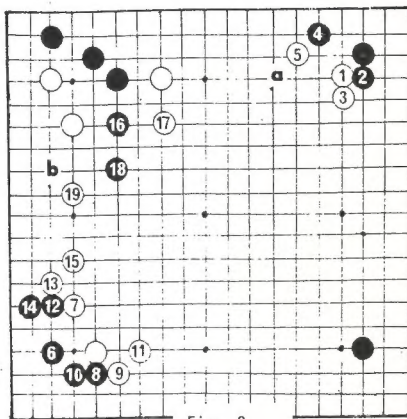
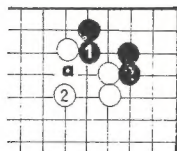


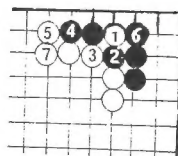
Fig. 2

B12: This only hardens White's left side into actual territory, so I cannot give it my approval; and playing this type of move is a habit one should try to lose. Black's invasion at "b" would be better.



Dia. 1

W17: This move is too loose; there are many gaps in White's prospective moyo on the upper edge. White should first play as in Diag. 2 to protect his weakness.



Dia. 2

Both players here show a lack of feeling for influence and timing. Black 12 and 14 were unnecessary.

MIYAZAKI COMPANY, INC.

THE STATLER HILTON HOTEL
OFFICE 2ND FLOOR
401 SEVENTH AVE., N.Y.C. 10001

TRAVEL AGENCY

for your travel needs both domestic and foreign

CADILLAC SERVICE

for transportation, sightseeing, and

STORE

for gifts of name brand U.S.A.

OPEN EVERY DAY INCLUDING SUNDAYS AND HOLIDAYS

The Statler Hilton Hotel
Office 2nd Floor
401 7th Ave., N.Y.C. 10001
Tel. 760-1800

Tokyo Office:
WAKI Bldg.
21-23, 3 Chome
Nishi-Azabu, Minatoku
Tokyo, Japan



142 WEST 57TH STREET
NEW YORK, N. Y. 10019

TEL. 582-4622

コーヒーサロン "禅" の 暮か 打 付 表
(毎週月曜日六時半より十時半まで)

PLAY GO AT COFFEE SALON "ZEN"
Meeting night: Every Monday 6:30 to 10:30pm
Playing fee at all times: \$1 per player
Join the "Saki League" tournament at any time
Tournament fee \$1. AGA membership required
All games AGA rated.
For information call: Terry Benson 212-926-6519

Thursday August 11th, main playing room, St. Catherine's College, Cambridge, England, 10:05am. 56 players are intently studying the few stones on the go boards in front of them. The room is silent except for the quiet ticking of 23 game clocks. This room has the players 1 kyu and down, the intensity of their concentration is exciting.

20th EUROPEAN GO CONGRESS

Terry Benson

基

I am a bystander this round. I had arrived late the night before, several hours after the tournament directors had done the pairings for this morning's play. The list they tacked up after breakfast has all the necessary information: # of the board and opponents' last names - those taking black on the left and white on the right. That all games are even with 5½ komi is understood; no serious tournament is handicapped.

The round started promptly at 10:00. There was a minimum of milling about as opponents met one another at the designated board, introduced themselves in one language or another, and began play. Today there are no clocks to start for tardy players or procedural questions so tournament co-director Brian Castledine heads across the cobblestones to the congress office. I follow him out.

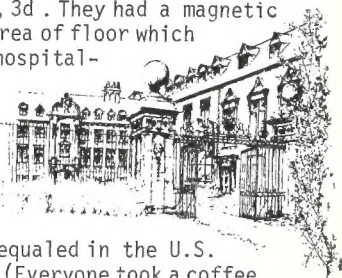
The headquarters for this convocation is a smallish room dominated by the display tables of the impromptu London Go Center go supply store and a long table masquerading as a desk under a layer of ledgers, pamphlets, poster board, pens of every color, books, a goban, stones, and go miscellany. Large sheets of paper ruled off in ranks and columns are taped casually to the walls of the room. All of the players and results are listed.

"Playing in the handicap tournament?" asks Paul Fage, the other half of the BGA subcommittee which prepared for the congress. "When is it?" I counter. "Anytime. You can play anyone within 9 stones of your strength. One hour per player minimum." "Does it cost anything?" "Oh no," (as though that was a silly question) "the congress fee for the time you stay covers any tournament you play in." "Speaking of which," adds Brian, "do you want to pay now or later?" "Later." "Right," says Brian then after a glance at the ledger, "You were supposed to get in yesterday." "Yes, I thought I would."

Actually I barely got in at all. The last train out of London for Cambridge the night before arrived near 1am - a solid hour after the porter (a combined watchman, desk clerk, and switchboard operator) had - as usual - locked the college up tight. No one in or out without a key obtained for special reasons (unless one likes scaling a 12 foot gate). Sitting in the train in Liverpool St. Station, I was oblivious and numb after 10 hours of travel. I was joined in my compartment by two fellows (seemingly father and son) breathing heavily from a long run to catch the train. As my guardian angels saw to it, they were go players, Maarten Schlemper, 1k, and his 15 yr. old son, Ronald, 3d. They had a magnetic go board, a key to the college, and a little used area of floor which they graciously loaned to a tired traveller. The hospitality of 2 congenial Dutchmen introduced me to the camaraderie that characterized the congress.

A go congress like any convention has both business and "fun and games". The games in this case being both business and fun. For most of the players, the business of the congress was the one game a day one played in the Main or Masters' Tournaments. The seriousness of play was unequalled in the U.S. (Civilility and courtesy, within the rules, was high. (Everyone took a coffee break at 11:15.) But in spite of side events and casual play, that one game counted most. The question: "Did you win your game?" meant that one. It was played seriously from 5 dan to 20 kyu.

Strict time control contributed to the feeling. I was struck immediately by the presence of a clock at every board. No important European go is played without a clock; the Europeans couldn't imagine how we do



without them. These two-faced arbiters of thinking time take some getting used to. I found myself in byo-yomi like clockwork; but there is a useful discipline and fairness in them.

The "Main Tournament" is an open, even game event usually run on the McMahon system which includes players of any rank. Ideally a player entering as a three kyu will first play another three kyu. The winner plays another three kyu who won while the loser plays one who lost. As a player wins he plays stronger opponents (and vice-versa). A misranked player will tend to find his proper level. A McMahon is best with a dense continuum of players. The larger the better. Where gaps appear one must divide the tournament or introduce handicaps. The concept behind the system is to produce as many equal even games as possible. The Main Tournament had a field of eighty players - most of whom stayed the full two weeks and was solid down to the 15th kyu level.

The Masters' Tournament for the European Championship is the premier event of the congress. It has a 1st prize of a round trip ticket to Japan courtesy of Japan Air Lines. Each European Go Federation member nation nominates two citizens ranked 4 dan or higher to participate; if it cannot send a 4 or 5 dan, one 3 dan may play. Also the Main Tournament winner and the Eur. Champion one year qualify for the next. The representatives play a round-robin over the two weeks of the congress. In Cambridge the Masters' was held in a quiet, paneled, carpeted room away from the other playing areas. Spectators were allowed, but talking was forbidden.

This year's title was clearly "up for grabs". Two of Europe's best players and last year's champion and runner-up chose not to attend: Matern of Germany and Wimmer of Austria. That the field was evenly matched is amply demonstrated by the grid of results. During the last few days of the Congress there was much amused speculation (and concern by the directors) over the prospect of two, three, and four way ties at the end of the regular round-robin.

At the start of the last round, five of the nine players retained a chance of winning the top prize albeit through some fairly bizarre scenarios - three jigos (tie games) in the last round. Much of the difficulty resulted from the decision to award exactly five points komi to white in the Masters' games.

			1	2	3	4	5	6	7	8	9	10
1.	Igor Bizjak	Yugoslavia 3d	6	7	9	2	3	8	4	-	5	
2.	Jon Diamond	Great Britain 5d	3	8*	4	1	5	6	7	9	-	
3.	Tony Goddard	Great Britain 4d	2	-	8	4	1	5	6	7	9	7
4.	Helmut Hasibeder	Austria 4d	7	9	2	3	8	-	1	5	6	
5.	Wolfgang Isele	Germany 4d	-	6	7	9	2	3	8	4	1	
6.	Michael Katcher	Germany 5d	1	5	-	7	9	2	3	8	4	
7.	Mérisert-Coffinieres	Fr. 4d	4	1	5	6	-	9	2	3	8	3
8.	Cas Muller	Netherlands 3d	9	2*	3	-	4	1	5	6	7	
9.	Robert Rehm	Netherlands 4d	8	4	1	5	6	7	-	2	3	

*Indicates jigo: worth $\frac{1}{2}$ game
Underlined numbers indicate wins.

The ultimate winner was Patrick Merisert-Coffinieres over Tony Goddard of England. The final tie-breaking game on Friday produced much excitement among the go players congregated in the main playing room watching the game on a large display board. Jon Diamond offered instant commentary with much help from the floor on the rather messy game. Perhaps the pressure showed through. When it was over, Patrick offered a simple comment, "I am satisfied." As the first Frenchman to win the Eur. Championship, he should be. The game record will appear next issue.

After the main round was over for the day, the other side of the convention appeared. Go became fun, relaxed, lighthearted, and sometimes silly. Lightning go, 12 minutes a player, was a favorite. (If your "flag" drops, you lose.) One evening saw the European Lightning Go Championship. Another two evenings decided the European Renko Championship - an unex-

pectedly popular event that bordered on the ridiculous. Rengo is team go. 3 to a team in this case. Each player takes a turn, no consultation or advice is allowed, and the strongest player(s) on a team were admonished to stifle grimaces, moans, and generalized outbursts as teammates keshied aji, took gote, and found one unspeakable move after another. Expectedly the main playing room was bedlam as 16 teams struggled against themselves for the title.

The Great American Dream Machine (Craig Hutchinson, AGA librarian, Jerry Schwartz, and Dave Erbach - 2 1/3 kyu av.) was sabotaged by the Hamete Bros. (a German team - 2 2/3 dan av.) on 4 stones. Teams more than 9 stones lower in average strength took komi as well but less than the rank difference called for. The Ever Hopefuls (Sharon Cohen (G.B.), Martin Gilliam (G.B.), Wolfgang Kramarczyk (Pol) - 14 2/3 kyu av.) came in third! Jon Diamond, British Champion, captured a European title here in teaming with Mathew MacFadyen, 3d GB and winner of the Main Tournament over Golja (Yugo) and Schlemper (Holl.), and Andrew Daly, 2d GB, to form the "Reading Weak Group" and defeat all comers.

For the truly bizarre in go playing, Rengo Kriegspiel has no peer. A separate article in a future AGJ will attempt to describe its hilarious insanity.

As most evenings wore on, the main playing room would empty for a short walk to the Eagle or any of many local pubs. The go crowd was every where even if you didn't come in with it. There the conversation would stray to odd subjects only to drift back to go; go stories, anecdotes, lemmas, poems, songs, the hearty fun of the game which in the serious rush of our tournaments is often forgotten. The evening pint (or more) had to be downed before the 10:30 closing time when they actually come around and collect all the glasses. If you want the liquid, you drink up. Later the go maniacs would return and continue playing into the night.

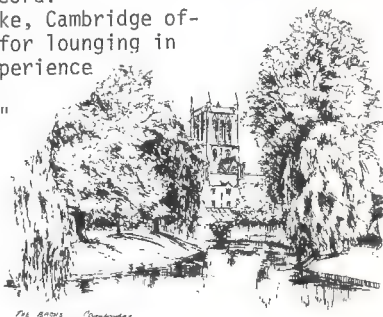
All the while the handicap tournament went on. Igor Bizjak won the most games - 18 of 39. (One wonders whether this helped his play in the Masters' Tournament.) T. Mark Hall, 2d GB, was second in wins with 17/26. Dan Div. highest %: Jean Michel, 2d France, 15/18.

The weekend Tournament held over the middle weekend of the two week congress preempted the Main Tournament (absorbing its players) and attracting another 20 including Wolfgang Friese, a Baltimore AGAer. It was a six round McMahon, 1 hour and then 20 (!) sec. byo-yomi time limit. Friese upheld his AGA rank with a 5/6 record.

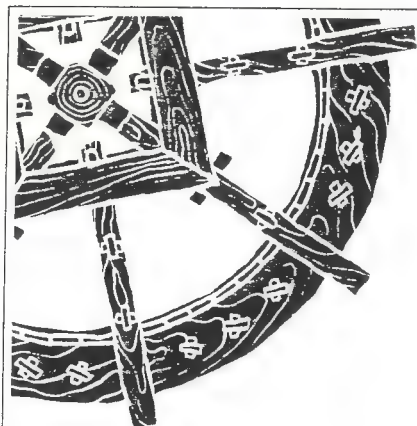
For the non-players and players alike, Cambridge offered sights, shops, grassy quadrangles for lounging in the beautiful weather, and the unique experience of "punting on the cam", an idyllic idea of river travel in a flat bottomed "punt" (boat) propelled by a long pole - and someone standing on the stern "deck" trying not to fall in as he poles the punt along the slow river.

Most of the "go widows" kept themselves adequately busy in the picturesque town, but after all it was a congress for go players. As for that the BGA administration, the efficient and pleasant organizers of the congress subcommittee, Paul Fage and Brian Castledine assisted by David Goto and John McLeod, the inexpensive cost \$10/day for a room and three meals, and the concept of a congress itself made it a perfect go player's vacation.

Next year it's at a castle in Holland. Maybe I'll see you there.



To the readers who would have liked to see pictures of the congress and to my many new friends in Europe who saw me shooting this and that and expected (or hoped) to see themselves, I must apologize for my camera. Unknown to me it decided to take a vacation at the same time as I. No one could feel worse than I did when two rolls of film came back blank.



JAPANESE RESTAURANT

Cocktail lounge
Tea room
Tatami rooms



KEGON

The authentic one

80 E. 56th ST., N.Y.C., Tel. (212) 421-8777

第 1 譜 (1-36)

Asahi Top Eight Tournament
Championship Match
Third (and deciding) Game

White: Fujisawa, Shuko, 9 Dan
Black: Cho, Chikun, 7 Dan, giving
5½ points komi

Fig. 1 - Early Storm

Against a mild probe W24, B counters strongly with B25 & 27. W attacks at W28. Against tsuke B29, W pushes to W30 and comes out to W32. Although B loses two stones, the connection B31 is a must. The capture of two stones is a plus for W, but the exchange of W30 and B31 is a minus; altogether not a bad result for B.

B35 is a large scale boshi (capping play). Even if B cuts at B1 of Diag. 1, W captures the three stones by W2 to 8 and B ends up with gote at B9. This would be a poor result for B.

W34 prevents the jump Ba; and for B35, W invades at W36. An early storm is brewing, and a crucial race starts.

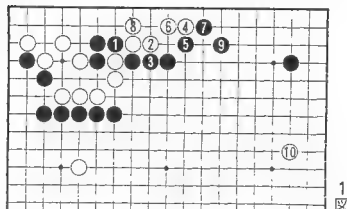
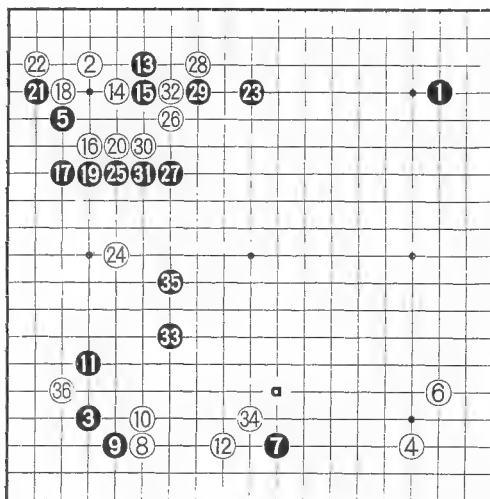


Fig. 2 - Haphazard.

W36 to 50. W manages to live easily inside B's area of tremendous strength. Cho's remark, "I don't know what I did here. I had to extend to 44 instead of W41. After this W42, B43, W left of 48, and B41 are expected. Although B cannot kill this group, he would have no complaints in giving this much pressure. The vital point is 44. It is wrong to give this point to W."

B starts afresh and goes to make sabaki in the lower right with B51 and 53. But with hane W52, W heads toward the center one step ahead of B (B55 & W56, B61 & W62, B63 & W64). B's big investment in thickness toward the center evaporates without effort. B is drawn into playing W's game. Meijin Otake who was in charge of commentary in another room confirmed the tide toward W.

"For B73 and also for B75, B should have jumped to 83. Since W's group above is weak, B would have gotten territory on top," remarked Cho. By cutting off one stone with W78 to 86, W gets a definite advantage. Even after this B's plays are haphazard. For example, it is incomprehensible why B turned to B97 after W cut at 96. Even if unsuccessful, B had to keep the attack going as shown in Diag. 2.

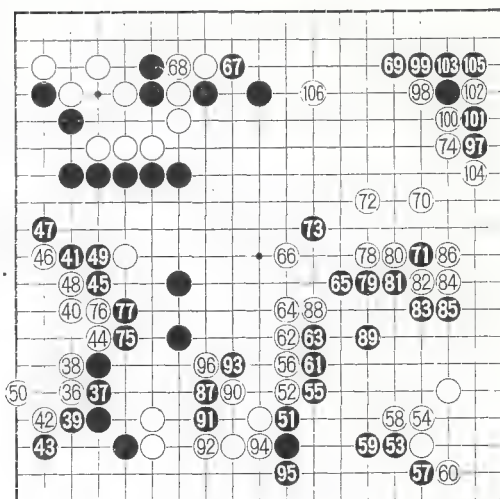
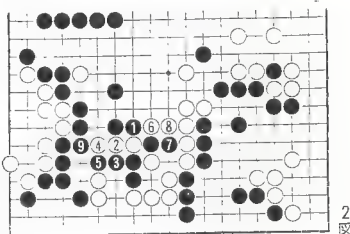
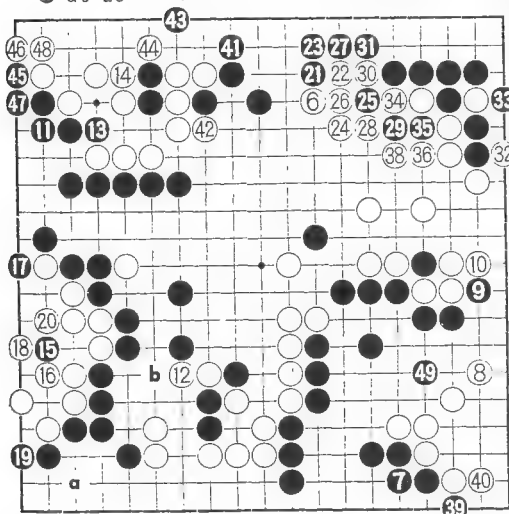


Fig. 3 - Long Distance Race

at 25 第 3 譜 (106-149)

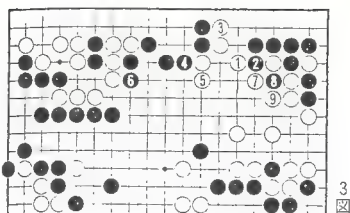


Although the difference is not that big, W is thick all around the board; and it is very hard for B to catch up. In such a situation, a young player often loses his temper, but Cho is no ordinary young player. He can control himself and start anew. He seemed to have decided to turn the game into a long distance race by resisting with territory. B makes two big connections, B7 & 11, and starts to torture the left side by placing B15. B plays 19 with sente preventing W "a", and then turns to the tsuke-sagari (attach and descend) of B21 & 23.

Here Fujisawa's bad habit of lax playing when he is ahead began to show. Kaketsugi (diagonal or hanging connection) W24 is loose. W1 in Diag. 3 is better. If B comes out to B2, then W pushes down to W3. B has to save with B4 and 6, so W can turn to W7 and 9 securing some territory there. Breaking through the top is very big.

The plays in figure 3 have good aji; but, by allowing the watari along the top, W's lead is narrowing. For sagari B41, atari W42 was also a mistake. It is thick, but there is no need to overdo it; W's thickness is already sufficient.

Meijin Otake's remark is to the point, "At this stage of the game, one should turn to territory rather than thickness. It would have been clear if W had extended to "b" for W42.



第 4 譜 (149—200)

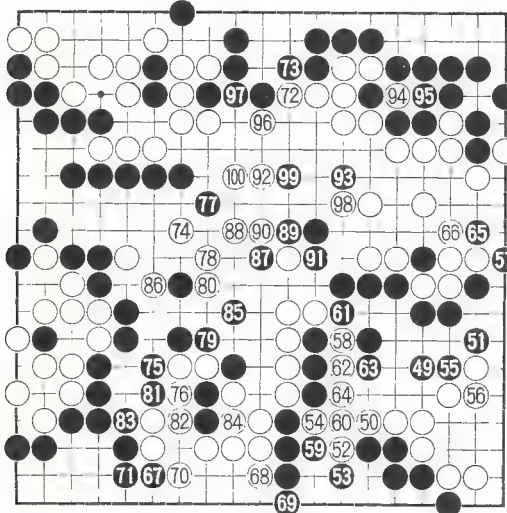


Fig. 4

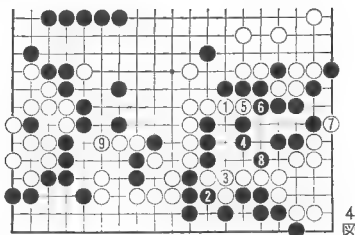
Even after the good point B49, W is still slightly ahead. But the room seemed to be filled with the expectation of a reversal. Fujisawa is wearying of his persistent opponent. Cho is glued to the board.

For hane-komi W58, B does not answer right away.

"Ouch! I goofed." This was no joke for Fujisawa. For W58, W should simply come out to W1 in Diag. 4.

After this, W could pound on B to B8 with sente and turn to W9. Then W's win would have been assured.

After atari B59, B cuts at B61. The sacrifice of three stones was a very good choice. B gets sente for this and turns to the hane B65 and then to the oba (big point) at B67. Now the game is even.



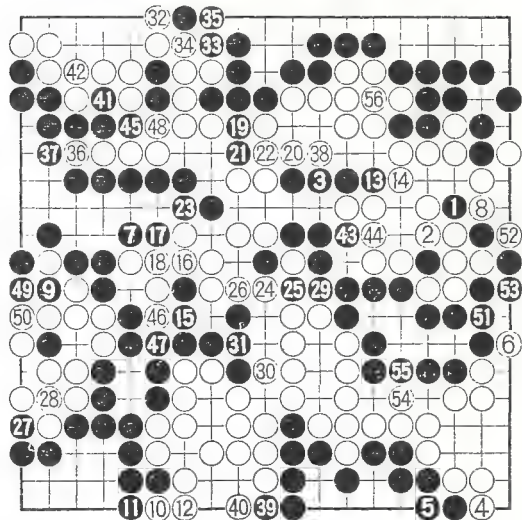
W74 was probably the losing play. B gets the vital point at 75. The reason should be clear if you follow the sequence from B77, 79, etc. W ends up playing dame. The region where W might have had some territory turns into dame. No wonder B caught up.

Fujisawa grimaced and mussed his hair.

Fig.5-Cho runs away to the finish

Now B's win is unshakable and the game proceeds quickly for both knew the outcome.

Going back to Fig. 4 let's see how 74 might have been played.



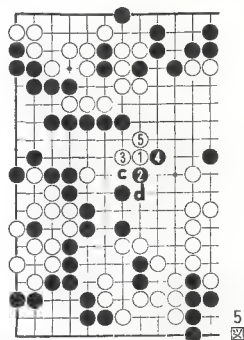
Diag. 5 - Analysis

An analysis shows that W1 one line to the right would have been good. If B plays at 3, then W2, Bc, Wd and W gets an ample territory in the center. So B plays kosumi B2. Then W can push out to W3. Even if hane B4, with 5 W can run away: a big difference from the actual course of the game. W went in one line too deep. Probably this was due to the distress at B's having caught up; W had enough time left.

As the points were being counted, Fujisawa kept mumbling to himself, "how stupid".

In any case one must admire the perserverance of young Cho.

256 plays. Black wins by 2½ points.



NEW YORK STATE OPEN

CHAMPIONSHIPS

FINAL ROUND

27 JUNE 1976

White: Takao Matsuda, N.A.Honinbo
Black: Sung-il Choi, 6 dan, giving

5½ points komi.

Commentary by Mr. Choi

B3,7,15 and 21 are related moves designed to prevent white from developing huge territories (moyos). Black's strategy throughout the game was to divide white up into several small territories and complicate the board.

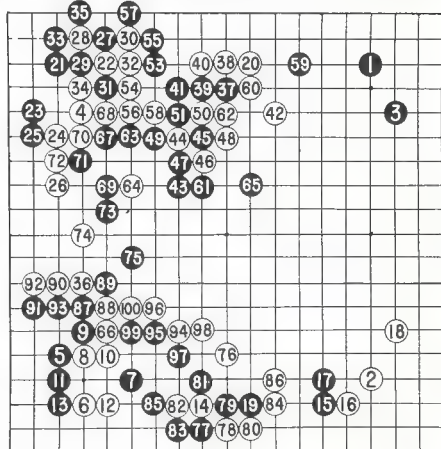


Fig. 1 1 - 100

52 = 45

B33 is a must; although it is painful to be cut by W34. If white gets to 33, the entire black group there becomes extremely awkward in its shape.

B35 is also a must. For if white goes there, black will have to answer immediately and make eyes for the group. Although the black group is not in imminent danger without 35, the move itself is a very "tasty" one (full of aji - ed.) which contains other implications.

W36 was a surprise for me, as I expected 172 instead. The reason is that 36 makes 37 an ideal move. If 36 is at 172, black cannot go to 37 because that might adversely affect B1 and 3.

W44 is a sharp move, putting a dagger to the throat of the entire black group.

W76 is another incisive move that threatens the black contingent immediately. 77 is a way of answering 76 hoping to stabilize this group with "sente".

The series of exchanges which follow 77 is representative of an attempt by both sides to put in disarray each other's intentions; and the game takes an unexpected turn as a result. White clearly comes out ahead, as it successfully isolates B15 and 17 and develops a potentially big moyo along the right side of the board.

B87: Realizing that black can fall irremediably behind by meekly securing eyes for the group with a move at 112, black goes on an all-out attack.

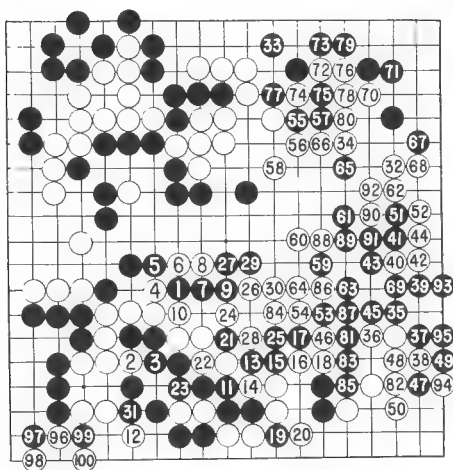


Fig. 2 101 - 200

W102,104: White has made a crucial mistake in responding to 101. 104 should have been at 105 instead, for which black would not have had an appropriate follow-up for 101.

W112: Had white answered 111, with 115, black would have been forced to go to 112. Then white could have started an attack on the 101, 107, 109 group by extending to 127, etc. This would have clinched the game for him.

W124 should have been at 131 thus forcing a series of ko, as black would have gone to 124. This battle would have been decidedly to white's advantage.

W132: With this move white establishes a clear lead and black is forced to parachute deeply into the enemy's territory and stage an uphill struggle.

W148: Black's invasion succeeds. In answering B147, 148 should have been at 182, then B at 149, W at 150, B at 148, and W to the left of 148. The reason for this becomes obvious later with 153 and 181.

B153 is not merely a defensive move. It is eyeing the followup at 181. Thus white should have gone to 163 before 162.

B177 was a mistake and should just have been at 179.

B181 to 185: With these moves the game goes to black.

Overall, white established a definite lead with a series of counter moves starting from W84, and black was forced to make several desperation moves. I was lucky to win this game; and, although Mr. Matsuda did not emerge victorious, his strategy and management of the board were much superior to mine. I would like to thank him deeply for a fine game.

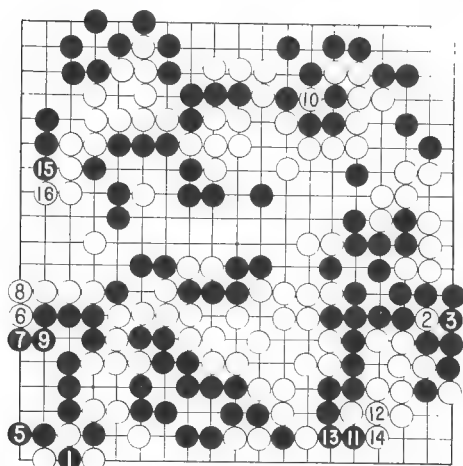


Fig. 3 201 - 217

204 above 201
217 = 201

Moves after 217 omitted.

Black wins by $1\frac{1}{2}$ points.

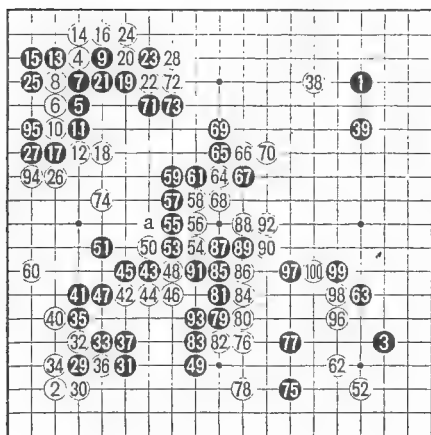
PROFESSIONAL GAME RECORDS: THE 1975 JU DAN SEN

Rin Kaiho Beats Hashimoto Shoji 3 Straight to Capture the 10 Dan Title

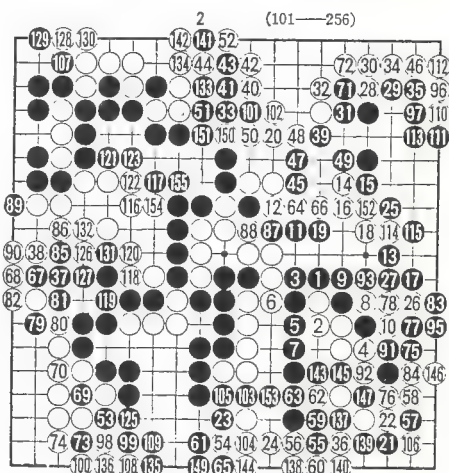
Game 1: March 6th 1975

Hashimoto - black
Rin - white

1 (1 — 100)



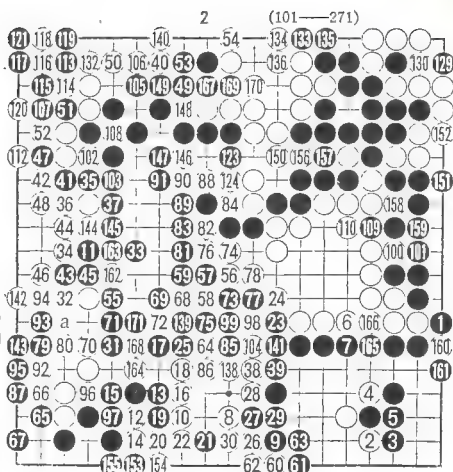
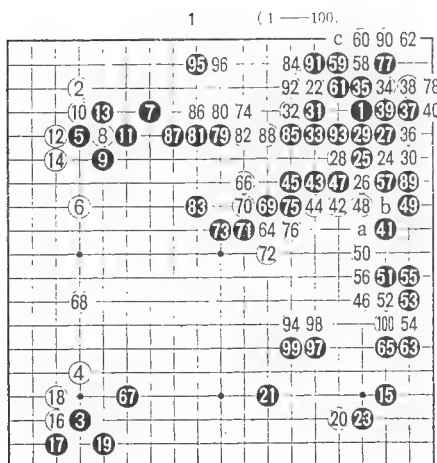
256 plays. White wins by $4\frac{1}{2}$ points



94 below 8
124 takes 69, ko
148 takes 147
156 fills at 69

Game 2: March 14th 1975

Rin - black
Hashimoto - white

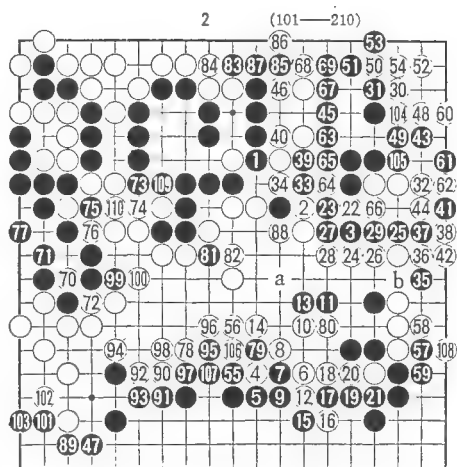
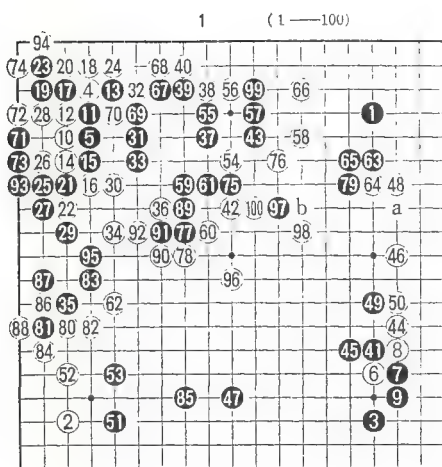


111 takes 108, ko
122 = 108, ko
125 takes ko
126 = 116
127 = 118
128 takes ko
137 fills at 108

271 plays. Black wins by $\frac{1}{2}$ point

Game 3: March 20th 1975

Hashimoto - black
Rin - white



210 plays. White wins by resignation.

18 HINTS TO IMPROVE YOUR SUJI

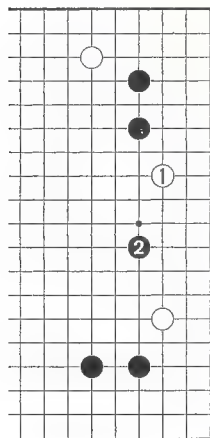
by Masubuchi

HINT #10: SWEET AND SALTY HANDS

Against W1, uchikomi (invasion) B2 is the severest move. This is a salty hand and is in keeping with the go principle.

SWEET HANDS AND SALTY HANDS

In real life strength alone will not do. But in go, severity is an asset and it presupposes an understanding of this go principle.



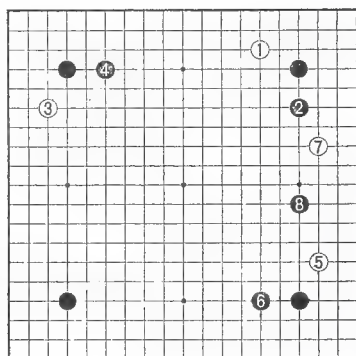
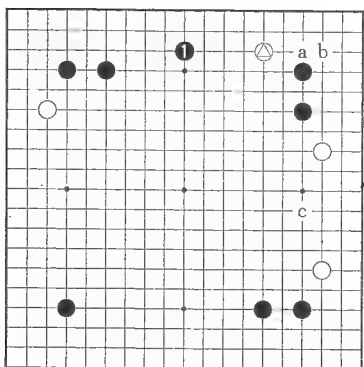
Diag. 1 - SALTY

Here, for example, is a four stone handi-cap game. From kakari W1,3,5 to crowding W7 is a typical opening.

The high uchikomi B8 is the severest play here: a salty hand. This is because:

1. The right side is B's battleground, i.e., B's area of strength.
2. It separates the two W stones.

On the basis of these two go principles, B starts an immediate battle and tries to take the initiative. To delay this uchikomi shows a weak mind. You've got to believe in fighting when it is advantageous for you.

1
⊗2
⊗

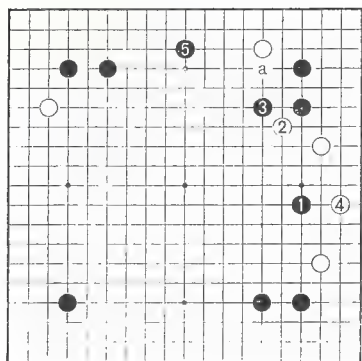
Diag. 2 - SWEET

I observe many people who put pressure on WΔ with a squeeze play at B1. This is a sweet hand. In fact, WΔ is very light; W can make sabaki (good shape) by a tsuke (attachment) at "a" or can jump into the corner at "b".

Contrast this to the uchikomi at "c" which separates the two white stones and puts much more pressure on W.

A "busy fight" means that you don't give your opponent a chance to breathe. In this sense, B1 is not so bad; but compared with Bc, it lacks severity.

Diag. 3 - ENOUGH



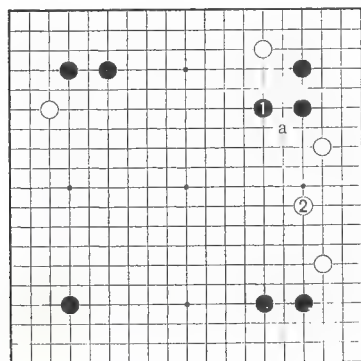
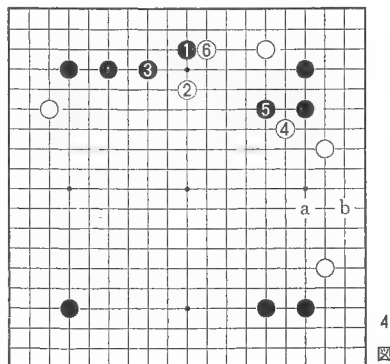
For B1, W first heads toward the center at W2 and then connects low with W4. B3 is very important. Sometimes B might play the tsuke at a instead; but (since it would allow W to make good shape) it is not as good. In any case, the exchange of B1 and W4 should give you a sense of elation at having flattened the white position. This is an important step toward strength.

There is still a lot of aji on the right side, but black should be satisfied with the kikashi (forcing move) B1 and can turn to the hasami (squeeze) at 5 keeping up a steady pace. This is enough for B. Every B stone is working effectively and there is no slackness. A beautiful flow.

Diag. 4 - WHITE'S PACE

What happens if B plays the pincer B1 first? Of course this is only one possibility; but, if W caps at 2, then B probably answers at 3 because a part of the reason for B1 was to get territory. Now W is setting the pace of the game. After exchanging W4 and B5, W can try sabaki W6 and gain a tempo on the upper side.

We can't say the game is bad for B, but he certainly made it easier for W. After this if B plays uchikomi at a, W wouldn't answer at b but would try to counter attack.



Diag. 5 - SUPER SWEET

There are people who play B1 or Ba. This is a super sweet hand. I recall a master's comment on this play, "An arrow is shot, but there is no enemy." How apt. If W defends at 2, B has no place to bring down his raised ax.

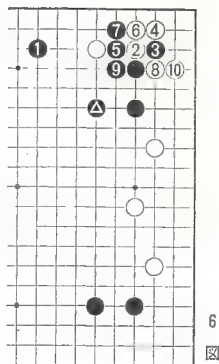
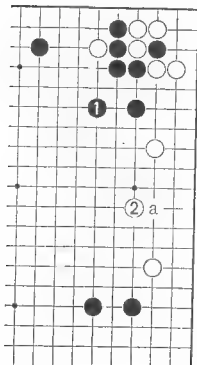
If you excuse this kind of play with, "It's a handicap game," you are hiding the truth. To protect a beginner's ego by offering excuses will only cause more trouble later.

Let's examine this a little more.

Diag. 6 - PROBABLE COURSE

B squeezes W closely at 1. Suppose the exchange from W2 to 10 takes place. BΔ becomes an inefficient stone.

Imagine that the "sweet" move, BΔ, and W's response, W2 in Diag. 5, had not occurred. Where would Black play?



Diag. 7 - CONSERVATIVE AND REDUNDANT

The defense B1 is unnecessary. Obviously, B should play uchikomi at a. For B to play at 1 and give W the ideal point at 2 is terrible.

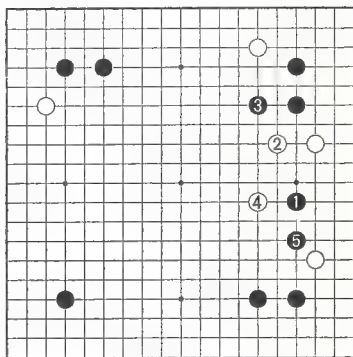
No matter what happens at the top, B1 has no good effect.

Diag. 8 - CHOICE

We've examined only one play in terms of the sweetness or saltiness of hands.

But this notion is important and should be digested carefully.

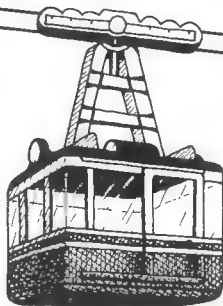
Uchikomi B1 is a salty hand. If W2, then jump to B3. Some of you are afraid of the cap W4. But with the should hit B5, I can't see anything good for W in this fight. When B1 is played high (fourth line) as here, this kind of resistance by W must be taken into consideration. Since B can counter W4, B1 is most appropriate. You have to make each choice very carefully.



MOTORIZED MODEL TRAMWAY

\$1795

BATTERIES NOT INCLUDED



GAMES 169 E. 61 ST. (Nr. 3rd. Ave.) 838-1410
GALLERY Ltd. 333 W. 57 ST. (Nr. 9th. Ave.) 582-6531

Notes on the Rating System

by Art O'Leary, Rating Coordinator

This memorandum covers the handicap adjustments, small and large rating corrections, include an example, and end with a few words on ranks.

I. Handicap Adjustments

The value of the n stone handicap has been measured statistically to be worth $200n - 50$ AGA points. In particular, black in a no komi game is worth 150 AGA points. Even games are taken to be those with five points komi. (White wins all draws.) Each point of komi is then worth 30 AGA points.

II. Small Rating Correction

Various models are available to determine a player's ratings from a set of game results. In past articles the linear model was described. This memorandum presents the normal model. Individuals and clubs should have little trouble using it to estimate the rating changes. They are encouraged to do this so that the players know what to expect. The AGA uses a logistic model which is reasonably close to the normal model. The logistic model will not be described here. [This information is available from the AGA. Mark letters: Rating Inquiry - ed.]

In all of these models the small correction is found. If this is significantly large then a large correction is made. For the small correction the formula of the new rating, R_n , is

$$(1) \quad R_n = R_o + K(W - \Sigma E)$$

where R_o is the player's old rating.

K is a coefficient which depends on R_o .

K is defined below.

W is the actual number of wins.

ΣE is the expected number of wins, found by adding the expectancy of each game.

This expectancy is defined below.

For K find the interval of R_o .

$$(2) \quad \begin{array}{rcl} & R_o < 5000: & K = 40 \\ 5000 \leq & R_o < 7000: & K = 32 \\ 7000 \leq & R_o & : K = 24 \end{array}$$

To find the expectancy of an individual game compute the difference between the two players' ratings taking the handicap into account.

*A new person entering the system supplies his own initial rating based on a guess or a stronger player's opinion, and the chart on p. 24. That rating is adjusted by the results of rated tournament and match games as described below.

$$(3) D = R_o - R_g \pm H$$

where D is the rating difference.

R_o is the player's old rating.

R_g is the opponent's rating.

H is the handicap adjustment defined in section I above. If the player had the white stones subtract the adjustment.

Use D in the following table to find the expectancy, E.

Table of Normal Expectancy

<u>D</u> <u>(Dp)</u>	<u>E</u> <u>(P)</u>	<u>D</u> <u>(Dp)</u>	<u>E</u> <u>(P)</u>
-1000	.00	0	.50
-900	.01	50	.55
-800	.02	100	.61
-700	.03	150	.66
-600	.06	200	.70
-500	.09	250	.75
-400	.14	300	.79
-350	.18	350	.82
-300	.21	400	.86
-250	.25	500	.91
-200	.30	600	.94
-150	.34	700	.97
-100	.39	800	.98
-50	.45	900	.99
0	.50	1000	1.00

III. Large Rating Correction

A big correction in equation 1 indicates that the old rating is inappropriate. A "large correction" is made by the following steps. If the $K(W - \Sigma E)$ in equation 1 is greater than $25 + 2N$ where N is the total number of games, then find the alternate rating, R_p . (R_p is defined later.) The new rating is the greater of R_p or R_n . If the $K(W - \Sigma E)$ is more negative than $-(40 + 3N)$ then find R_p and chose the lesser of R_p or R_n . "Large corrections" will not be awarded in match games. (Who gets the large correction?)

The alternate rating, R_p , is a performance rating, a measure heavily based on a particular set of game results. To find R_p compute the adjusted score, P.

$$(4) P = \frac{W + .5}{N + 1}$$

where W is the number of wins.

N is the number of games.

Use P in the normal expectancy table above to find D_p , the performance difference. The following equation then gives R_p .

$$(5) \quad R_p = D_p + \frac{R_o + \sum (R_g \pm H)}{N + 1}$$

where " \sum " means "sum over all games."

$R_g \pm H$ is the opponent's rating with handicap.
If he was white subtract the adjustment.

In words, R_p is the average of the player's rating and the ratings of his opponents plus a difference indicated by the player's performance.

IV. Recap

In determining the new rating find the small correction. If this is big then check to see if the "large correction" applies. The small K in equation 2 for dan players recognizes that large changes in playing strength occur rarely at that level. The large K for ratings under 5000 recognizes that these ratings may only be way stations for the students of the game. The larger threshold for negative large correction recognizes that losses may be to under-rated players. The small corrections are usually in the tens of points which is fine for increasing accuracy. The large corrections are usually 200 to 400 points. Once the decision is made that the old rating is inappropriate it becomes far less important.

V. Example

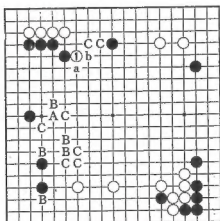
John, rated 5500, plays in a handicap tournament. His opponents were rated 6100, 5900, and 5700. The respective handicaps were 3 stones, 2 stones and no komi. The rating difference in each game is $D = -50$. The expectancy is $E = .45 + .45 + .45 = 1.35$ total. The small correction is $K(W - \sum E) = 32(3 - 1.35) = 52.8 \approx 53$. $R_n = R_o + 53 = 5553$. The small correction is larger than the threshold $25 + 2N = 31$. We find R_p . $P = (W + .5)/(N + 1) = .875$ $D_p = 430$. $R_p = 430 + [5500 + (6100 - 550) + (5900 - 350) + (5700 - 150)]/(3 + 1) = 430 + 5538 = 5968$. The greater of R_n or R_p is $R_p = 5968$. This is John's new rating.

VI. Ranks

Go ranks have several meanings. The most intimate meaning is the reflection of the handicap level with which a player is comfortable. Another meaning of a rank, particularly those of the dan level, is that of a lifetime title or degree, an earned recognition of a player's highest achievement. In contrast, the rating is the measured strength of a player's most recently recorded play.



Answer To Cover Problem:



Correct Answer: Indirect cancellation.

If you look at the whole board, you notice the big black moyo on the left side. But instead of trying to reduce it directly, here it is best to effect the erasure indirectly by the tsuke (attachment) W1. If B4, then W6. By attacking one stone this way, you aim at the reduction of the whole black moyo.

Boshi (cap) A is a good move but gets only 9 points. B's get 8 and C's get 7.

RATING READOUT: play through August '76

Below is the approximate correlation between the AGA rating and the traditional Dan/kyu ranks. Only ratings of present AGA members are included in the readout. Any AGA member may submit a rating which is then adjusted by his subsequent tournament and match play. See the article on the system to determine how one's rating will change with game results.

1000-1200:30th kyu	2800-3000:21st kyu	4600-4800:12th kyu	6400-6600: 3rd kyu
1200-1400:29th kyu	3000-3200:20th kyu	4800-5000:11th kyu	6600-6800: 2nd kyu
1400-1600:28th kyu	3200-3400:19th kyu	5000-5200:10th kyu	6800-7000: 1st kyu
1600-1800:27th kyu	3400-3600:18th kyu	5200-5400: 9th kyu	7000-7200: 1st dan
1800-2000:26th kyu	3600-3800:17th kyu	5400-5600: 8th kyu	7200-7400: 2nd dan
2000-2200:25th kyu	3800-4000:16th kyu	5600-5800: 7th kyu	7400-7600: 3rd dan
2200-2400:24th kyu	4000-4200:15th kyu	5800-6000: 6th kyu	7600-7800: 4th dan
2400-2600:23rd kyu	4200-4400:14th kyu	6000-6200: 5th kyu	7800-8000: 5th dan
2600-2800:22nd kyu	4400-4600:13th kyu	6200-6400: 4th kyu	8000 up : 6th dan

TOP FIVE DAN

MOST RECENTLY PLAYED

CHOI, SUNG-IL	8391
KANG, CHIN A.	8362
MATSUDA, TAKAO	8330
PAFNG, YOUNG	8322
LEE, HUIYOUNG	8231

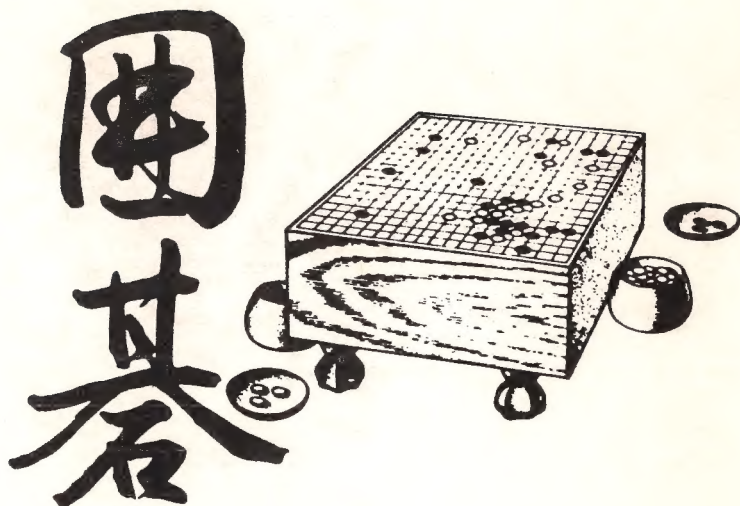
TOP FIVE KYU

MOST RECENTLY PLAYED

EASTWOOD, MIKE	6950
ASON, JOHN	6942
HARRISON, ERNIE	6940
CHING, YAU-CHAI	6903
SINGER, BILL	6865

HENSON, TERENCE G.	6670
BJEPSTEDT, DENNIS	6200
BLAIS, G. W.	6600
ROGUS, BOY	6500
BRAUNED, LARRY	6153
BRAHNE, MARIE	3763
BROCKBANK, MIKE	5470
BROOKE, WAYNE	5407
BUCZKO, H. ANTHONY	5800
CAHLE, DONALD	7000
CALLINAN, MICHAEL C.	1000
CARTIER, FRANCOIS	5500
CAYNE, HELEN	3938
CEVMAK, G.	5300
CHA, HYOUN	7708
CHAN, CONRAD	4102
CHAUNG, HUNG-EPH	6800
CHEN, YEN HSUN	8003
CHING, YAU-CHAI	6903
CHO, SING	8282
CHOI, SUNG-IL	8391
CLOUGH, GERALD W.	5000
COCHRANE	6662
COODINGTON, STEVEN	5100
COHEN, L.	5902
COHEN, P. M.	5600
COWELL, A. S.	5610
CROCO, R.	5600
CROWTHER, WM.	7150
DANTER, ARTHUR	3600
DAVISON, ALAN J.	1000
DECOURCELLE, DON A.	6385
DOCKHORN, ROBERT	6463
DNERP, DIETRICH	6724
DONAR, DAVID N.	3900
DRANGE, TED	6866

AHF, S.	5999
ARMSTRONG, AL	5900
ALIF, METON	5500
ANDREWS, E.	7742
ASON, JOHN	6942
AULT, DAVID	6950
BAL, TAEIL	7935
BARTH, ROGER	4537
BAZUI, JOHN	5487
BENNETT, AMOS C.	1100
BENSON, DAVID	6050



Go For Beginners	\$ 3.50
Takagawa's How to Play Go	7.95
The Middle Game of Go	4.95
Strategic Concepts of Go	4.95
The 1971 Honinbo Tournament	8.95

GO SET - Folding Board with Stones
 13" x 11-3/4" x 5/8" \$12.99

MAIL ORDER: For books, add \$.50 postage and handling. For other items add \$1.50. Please add sales tax as required.



Takashimaya, Inc.